

United States Virtual Reality Market Report 2016

https://marketpublishers.com/r/U65ECFA4E12EN.html

Date: October 2016

Pages: 115

Price: US\$ 3,800.00 (Single User License)

ID: U65ECFA4E12EN

Abstracts

Notes:

Sales, means the sales volume of Virtual Reality

Revenue, means the sales value of Virtual Reality

This report studies sales (consumption) of Virtual Reality in United States market, focuses on the top players, with sales, price, revenue and market share for each player, covering

Avegant

Beijing ANTVR Technology

Criffin

EON Reality

Google

HTC

ImmersiON-VRelia

Leap Motion

Split by product types, with sales, revenue, price, market share and growth rate of each



type, car	n be divided into
The?hos	t?VR?head
Mobile?c	lient?VR?box
Type III	
	ons, this report focuses on sales, market share and growth rate of each application, can be divided into
Military	
Education	n
Healthca	re
Entertain	ment



Contents

United States Virtual Reality Market Report 2016

1 VIRTUAL REALITY OVERVIEW

- 1.1 Product Overview and Scope of Virtual Reality
- 1.2 Classification of Virtual Reality
 - 1.2.1 The?host?VR?head
 - 1.2.2 Mobile?client?VR?box
 - 1.2.3 Type III
- 1.3 Application of Virtual Reality
 - 1.3.1 Military
 - 1.3.2 Education
 - 1.3.3 Healthcare
 - 1.3.4 Entertainment
- 1.4 United States Market Size Sales (Value) and Revenue (Volume) of Virtual Reality (2011-2021)
 - 1.4.1 United States Virtual Reality Sales and Growth Rate (2011-2021)
 - 1.4.2 United States Virtual Reality Revenue and Growth Rate (2011-2021)

2 UNITED STATES VIRTUAL REALITY COMPETITION BY MANUFACTURERS

- 2.1 United States Virtual Reality Sales and Market Share of Key Manufacturers (2015 and 2016)
- 2.2 United States Virtual Reality Revenue and Share by Manufactures (2015 and 2016)
- 2.3 United States Virtual Reality Average Price by Manufactures (2015 and 2016)
- 2.4 Virtual Reality Market Competitive Situation and Trends
 - 2.4.1 Virtual Reality Market Concentration Rate
 - 2.4.2 Virtual Reality Market Share of Top 3 and Top 5 Manufacturers
 - 2.4.3 Mergers & Acquisitions, Expansion

3 UNITED STATES VIRTUAL REALITY SALES (VOLUME) AND REVENUE (VALUE) BY TYPE (2011-2016)

- 3.1 United States Virtual Reality Sales and Market Share by Type (2011-2016)
- 3.2 United States Virtual Reality Revenue and Market Share by Type (2011-2016)
- 3.3 United States Virtual Reality Price by Type (2011-2016)
- 3.4 United States Virtual Reality Sales Growth Rate by Type (2011-2016)



4 UNITED STATES VIRTUAL REALITY SALES (VOLUME) BY APPLICATION (2011-2016)

- 4.1 United States Virtual Reality Sales and Market Share by Application (2011-2016)
- 4.2 United States Virtual Reality Sales Growth Rate by Application (2011-2016)
- 4.3 Market Drivers and Opportunities

5 UNITED STATES VIRTUAL REALITY MANUFACTURERS PROFILES/ANALYSIS

- 5.1 Avegant
 - 5.1.1 Company Basic Information, Manufacturing Base and Competitors
 - 5.1.2 Virtual Reality Product Type, Application and Specification
 - 5.1.2.1 Type I
 - 5.1.2.2 Type II
 - 5.1.3 Avegant Virtual Reality Sales, Revenue, Price and Gross Margin (2011-2016)
 - 5.1.4 Main Business/Business Overview
- 5.2 Beijing ANTVR Technology
 - 5.2.2 Virtual Reality Product Type, Application and Specification
 - 5.2.2.1 Type I
 - 5.2.2.2 Type II
- 5.2.3 Beijing ANTVR Technology Virtual Reality Sales, Revenue, Price and Gross Margin (2011-2016)
 - 5.2.4 Main Business/Business Overview
- 5.3 Criffin
 - 5.3.2 Virtual Reality Product Type, Application and Specification
 - 5.3.2.1 Type I
 - 5.3.2.2 Type II
 - 5.3.3 Criffin Virtual Reality Sales, Revenue, Price and Gross Margin (2011-2016)
 - 5.3.4 Main Business/Business Overview
- 5.4 EON Reality
 - 5.4.2 Virtual Reality Product Type, Application and Specification
 - 5.4.2.1 Type I
 - 5.4.2.2 Type II
- 5.4.3 EON Reality Virtual Reality Sales, Revenue, Price and Gross Margin (2011-2016)
 - 5.4.4 Main Business/Business Overview
- 5.5 Google
 - 5.5.2 Virtual Reality Product Type, Application and Specification



- 5.5.2.1 Type I
- 5.5.2.2 Type II
- 5.5.3 Google Virtual Reality Sales, Revenue, Price and Gross Margin (2011-2016)
- 5.5.4 Main Business/Business Overview
- 5.6 HTC
- 5.6.2 Virtual Reality Product Type, Application and Specification
 - 5.6.2.1 Type I
 - 5.6.2.2 Type II
- 5.6.3 HTC Virtual Reality Sales, Revenue, Price and Gross Margin (2011-2016)
- 5.6.4 Main Business/Business Overview
- 5.7 ImmersiON-VRelia
 - 5.7.2 Virtual Reality Product Type, Application and Specification
 - 5.7.2.1 Type I
 - 5.7.2.2 Type II
- 5.7.3 ImmersiON-VRelia Virtual Reality Sales, Revenue, Price and Gross Margin (2011-2016)
 - 5.7.4 Main Business/Business Overview
- 5.8 Leap Motion
 - 5.8.2 Virtual Reality Product Type, Application and Specification
 - 5.8.2.1 Type I
 - 5.8.2.2 Type II
- 5.8.3 Leap Motion Virtual Reality Sales, Revenue, Price and Gross Margin (2011-2016)
 - 5.8.4 Main Business/Business Overview

6 VIRTUAL REALITY MANUFACTURING COST ANALYSIS

- 6.1 Virtual Reality Key Raw Materials Analysis
 - 6.1.1 Key Raw Materials
 - 6.1.2 Price Trend of Key Raw Materials
 - 6.1.3 Key Suppliers of Raw Materials
 - 6.1.4 Market Concentration Rate of Raw Materials
- 6.2 Proportion of Manufacturing Cost Structure
 - 6.2.1 Raw Materials
 - 6.2.2 Labor Cost
 - 6.2.3 Manufacturing Expenses
- 6.3 Manufacturing Process Analysis of Virtual Reality

7 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS



- 7.1 Virtual Reality Industrial Chain Analysis
- 7.2 Upstream Raw Materials Sourcing
- 7.3 Raw Materials Sources of Virtual Reality Major Manufacturers in 2015
- 7.4 Downstream Buyers

8 MARKETING STRATEGY ANALYSIS, DISTRIBUTORS/TRADERS

- 8.1 Marketing Channel
 - 8.1.1 Direct Marketing
 - 8.1.2 Indirect Marketing
 - 8.1.3 Marketing Channel Development Trend
- 8.2 Market Positioning
 - 8.2.1 Pricing Strategy
 - 8.2.2 Brand Strategy
 - 8.2.3 Target Client
- 8.3 Distributors/Traders List

9 MARKET EFFECT FACTORS ANALYSIS

- 9.1 Technology Progress/Risk
 - 9.1.1 Substitutes Threat
 - 9.1.2 Technology Progress in Related Industry
- 9.2 Consumer Needs/Customer Preference Change
- 9.3 Economic/Political Environmental Change

10 UNITED STATES VIRTUAL REALITY MARKET FORECAST (2016-2021)

- 10.1 United States Virtual Reality Sales, Revenue Forecast (2016-2021)
- 10.2 United States Virtual Reality Sales Forecast by Type (2016-2021)
- 10.3 United States Virtual Reality Sales Forecast by Application (2016-2021)
- 10.4 Virtual Reality Price Forecast (2016-2021)

11 RESEARCH FINDINGS AND CONCLUSION

12 APPENDIX

Author List

Disclosure Section



Research Methodology Data Source Disclaimer



List Of Tables

LIST OF TABLES AND FIGURES

Figure Picture of Virtual Reality

Table Classification of Virtual Reality

Figure United States Sales Market Share of Virtual Reality by Type in 2015

Figure The?host?VR?head Picture

Figure Mobile?client?VR?box Picture

Table Application of Virtual Reality

Figure United States Sales Market Share of Virtual Reality by Application in 2015

Figure Military Examples

Figure Education Examples

Figure Healthcare Examples

Figure Entertainment Examples

Figure United States Virtual Reality Sales and Growth Rate (2011-2021)

Figure United States Virtual Reality Revenue and Growth Rate (2011-2021)

Table United States Virtual Reality Sales of Key Manufacturers (2015 and 2016)

Table United States Virtual Reality Sales Share by Manufacturers (2015 and 2016)

Figure 2015 Virtual Reality Sales Share by Manufacturers

Figure 2016 Virtual Reality Sales Share by Manufacturers

Table United States Virtual Reality Revenue by Manufacturers (2015 and 2016)

Table United States Virtual Reality Revenue Share by Manufacturers (2015 and 2016)

Table 2015 United States Virtual Reality Revenue Share by Manufacturers

Table 2016 United States Virtual Reality Revenue Share by Manufacturers

Table United States Market Virtual Reality Average Price of Key Manufacturers (2015 and 2016)

Figure United States Market Virtual Reality Average Price of Key Manufacturers in 2015

Figure Virtual Reality Market Share of Top 3 Manufacturers

Figure Virtual Reality Market Share of Top 5 Manufacturers

Table United States Virtual Reality Sales by Type (2011-2016)

Table United States Virtual Reality Sales Share by Type (2011-2016)

Figure United States Virtual Reality Sales Market Share by Type in 2015

Table United States Virtual Reality Revenue and Market Share by Type (2011-2016)

Table United States Virtual Reality Revenue Share by Type (2011-2016)

Figure Revenue Market Share of Virtual Reality by Type (2011-2016)

Table United States Virtual Reality Price by Type (2011-2016)

Figure United States Virtual Reality Sales Growth Rate by Type (2011-2016)

Table United States Virtual Reality Sales by Application (2011-2016)



Table United States Virtual Reality Sales Market Share by Application (2011-2016)

Figure United States Virtual Reality Sales Market Share by Application in 2015

Table United States Virtual Reality Sales Growth Rate by Application (2011-2016)

Figure United States Virtual Reality Sales Growth Rate by Application (2011-2016)

Table Avegant Basic Information List

Table Avegant Virtual Reality Sales, Revenue, Price and Gross Margin (2011-2016)

Figure Avegant Virtual Reality Sales Market Share (2011-2016)

Table Beijing ANTVR Technology Basic Information List

Table Beijing ANTVR Technology Virtual Reality Sales, Revenue, Price and Gross Margin (2011-2016)

Table Beijing ANTVR Technology Virtual Reality Sales Market Share (2011-2016)

Table Criffin Basic Information List

Table Criffin Virtual Reality Sales, Revenue, Price and Gross Margin (2011-2016)

Table Criffin Virtual Reality Sales Market Share (2011-2016)

Table EON Reality Basic Information List

Table EON Reality Virtual Reality Sales, Revenue, Price and Gross Margin (2011-2016)

Table EON Reality Virtual Reality Sales Market Share (2011-2016)

Table Google Basic Information List

Table Google Virtual Reality Sales, Revenue, Price and Gross Margin (2011-2016)

Table Google Virtual Reality Sales Market Share (2011-2016)

Table HTC Basic Information List

Table HTC Virtual Reality Sales, Revenue, Price and Gross Margin (2011-2016)

Table HTC Virtual Reality Sales Market Share (2011-2016)

Table ImmersiON-VRelia Basic Information List

Table ImmersiON-VRelia Virtual Reality Sales, Revenue, Price and Gross Margin (2011-2016)

Table ImmersiON-VRelia Virtual Reality Sales Market Share (2011-2016)

Table Leap Motion Basic Information List

Table Leap Motion Virtual Reality Sales, Revenue, Price and Gross Margin (2011-2016)

Table Leap Motion Virtual Reality Sales Market Share (2011-2016)

Table Production Base and Market Concentration Rate of Raw Material

Figure Price Trend of Key Raw Materials

Table Key Suppliers of Raw Materials

Figure Manufacturing Cost Structure of Virtual Reality

Figure Manufacturing Process Analysis of Virtual Reality

Figure Virtual Reality Industrial Chain Analysis

Table Raw Materials Sources of Virtual Reality Major Manufacturers in 2015

Table Major Buyers of Virtual Reality

Table Distributors/Traders List



Figure United States Virtual Reality Production and Growth Rate Forecast (2016-2021) Figure United States Virtual Reality Revenue and Growth Rate Forecast (2016-2021) Table United States Virtual Reality Production Forecast by Type (2016-2021) Table United States Virtual Reality Consumption Forecast by Application (2016-2021)



I would like to order

Product name: United States Virtual Reality Market Report 2016

Product link: https://marketpublishers.com/r/U65ECFA4E12EN.html

Price: US\$ 3,800.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer

Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page https://marketpublishers.com/r/U65ECFA4E12EN.html

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:		
Last name:		
Email:		
Company:		
Address:		
City:		
Zip code:		
Country:		
Tel:		
Fax:		
Your message:		
	**All fields are required	
	Custumer signature	

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at https://marketpublishers.com/docs/terms.html

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970